

## CLAIMS

What is claimed is:

- 1 1. A method for creating a synchronizer object in order to playback an event  
2 simultaneously on a plurality of a client apparatuses, comprising the steps of:  
3 (a) receiving a request utilizing a network for viewing an event;  
4 (b) queuing the request in memory;  
5 (c) creating an object in response to the request, the object adapted to playback  
6 the event on a client apparatus simultaneous with the playback of the event  
7 on the remaining client apparatuses upon the receipt of an activation signal;  
8 and  
9 (d) sending the object to one of the client apparatuses utilizing the network for  
10 being stored therein.
- 1 2. A method as recited in claim 1, wherein the request is received via an  
2 application program embedded in a site on the network.
- 1 3. A method as recited in claim 2, wherein the object is adapted to playback the  
2 event which is stored in memory of the client apparatus.
- 1 4. A method as recited in claim 3, wherein the memory includes a digital video  
2 disc (DVD).
- 1 5. A method as recited in claim 1, wherein the object identifies a start time  
2 when the playback of the event is to begin on each of the client apparatuses.
- 1 6. A method as recited in claim 1, wherein the activation signal is provided  
2 using a clock of the client apparatus.
- 1 7. A computer program embodied on a computer readable medium for creating  
2 a synchronizer object in order to playback an event simultaneously on a  
3 plurality of a client apparatuses, comprising:

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4 (a) a code segment for receiving a request utilizing a network for viewing an  
5 event;

6 (b) a code segment for queuing the request in memory;

7 (c) a code segment for creating an object in response to the request, the object  
8 adapted to playback the event on a client apparatus simultaneous with the  
9 playback of the event on the remaining client apparatuses upon the receipt of  
10 an activation signal; and

11 (d) a code segment for sending the object to one of the client apparatuses  
12 utilizing the network for being stored therein.

1     9.     A computer program as recited in claim 8, wherein the object is adapted to  
2     playback the event which is stored in memory of the client apparatus.

1     11.     A computer program as recited in claim 7, wherein the object identifies a  
2             start time when the playback of the event is to begin on each of the client  
3             apparatuses.

1 13. A system for creating a synchronizer object in order to playback an event  
2 simultaneously on a plurality of a client apparatuses, comprising:  
3 (a) logic for receiving a request utilizing a network for viewing an event;  
4 (b) logic for queuing the request in memory;  
5 (c) logic for creating an object in response to the request, the object adapted to  
6 playback the event on a client apparatus simultaneous with the playback of

